

Niels Kleinheinz (born Roscher)

Character Rigging / Scripting

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Nationality: German
Work Permit: European Union

Work Experience

Zoobe iOS / Android Games (Cartoon) Zoobe Berlin, Germany	Lead Character Rigging and Pipeline TD Realtime character rigging in Maya. Character pipeline development in Python, MEL, JavaScript for Maya, Photoshop etc. Characters: Hotel Transylvania: Mavis, Frank, Dennis Ice Age: Sid, Diego, Granny	01/2016-present
Lecture Series Filmuniversität Babelsberg KONRAD WOLF Potsdam, Germany	Guest Lecturer Facial Rigging Held a series of lectures about facial rigging in Maya for 4th semester students at the Film University Babelsberg KONRAD WOLF.	06/2016
Short Films University The Animation Workshop Viborg, Denmark	Rigging Consultant Character rigging consulting for the 3rd year bachelor short film projects.	01/2016-02/2016
Zoobe iOS / Android Games (Cartoon) Zoobe Berlin, Germany	Character TD Adapting feature film characters for games. Rigging pipeline development.	11/2014-12/2015
Serena Feature film teaser (Cartoon) morro images Potsdam, Germany	Rigger Rigged two humanoids and one quadruped in Maya. Football shape facial rigging approach w/ face and limb benders and shapers.	09/2014-10/2014
RheinEnergie TV commercial (Cartoon) Animationsfabrik Hamburg, Germany	Rigger Rigged a fantasy creature in Maya. Full body rig including basic facial rig.	08/2014
Lecture Series University The Animation Workshop Viborg, Denmark	Guest Lecturer Rigging Taught 2nd year rigging to 25 students. Covered advanced realistic deformation rigs using corrective shapes, stretchy bones, jiggle etc.	01/2014-02/2014

JoNaLu TV show (Cartoon) scopas Berlin, Germany	Rigging Supervisor Character rigging and supervision of Spain-based studio KD Productions.	11/2013-09/2014
Saphirblau Feature film (Live-action) ARRI Munich, Germany	Rigger Rigged the gargoyle Xemerius in 3ds Max. Full facial setup using morphs and bones.	10/2013-01/2014
Priligy TV commercial (Cartoon) Animationsfabrik Hamburg, Germany	Rigger Character and prop rigging in Maya. Clothes and duvet rig.	07/2013-08/2013
Wolfblood TV show, (Live-action) Trixter Munich, Germany	Character TD Rigging, muscle sim and tool development for 8 realistic wolves.	03/2013-07/2013
Iron Man 3, 47 Ronin, Gravity etc. Feature Films (Live-action) Framestore London, UK	Rigger Character rigging and scripting in Maya, MEL and Python for various live-action feature films: - Iron Man 3 - 47 Ronin - Gravity - Wrath of the Titans - Sherlock Holmes 2 - Johnny English Reborn - Harry Potter 7 Part 2	03/2011-03/2013
Journey 2: The Mysterious Island Feature Film (Live-action) Trixter Munich, Germany	Character TD Character rigging and tool development in Maya and MEL.	01/2011-03/2011
Dud Teaser (Cartoon) Hammer & Tongs London, UK	Character TD Bendy arm rig creation in Maya.	09/2010
Stories from Mullewapp TV Show (Cartoon) MotionWorks Halle, Germany	Character TD Established rigging pipeline. Rig creation for four characters in 3ds Max.	06/2010-07/2010
Laura's Star and the Dream Monsters Feature Film (Cartoon) Rothkirch/Cartoon-Film Mumbai, India; Berlin, Germany	Rigging Supervisor Supervision of six riggers in Mumbai. Rig creation in 3ds Max for eight humans, six monsters, five toys. Tool development in MaxScript.	08/2009-05/2010

Zweiohrküken Feature Film Teaser (Cartoon) Rothkirch/Cartoon-Film Berlin, Germany	Rigging Supervisor Supervision of four character rigs in 3ds Max.	09/2009-11/2009
Laura's Star and the Mysterious Dragon Nian Feature Film (Cartoon) Rothkirch/Cartoon-Film Beijing, China; Mumbai, India; Berlin, Germany	Character TD Character rig creation in 3ds Max; 14 humans, one dragon, several props. Prop rig supervision with Chinese rigging team. Scripting for the rigging pipeline.	11/2008-07/2009
Geographic Information System ProfiNet Abu Dhabi, United Arab Emirates	GIS Supervisor Building visualization in 3ds Max. Database application development in Visual Studio and SQL Server.	03/2008-08/2008
Pablo the Little Red Fox Feature Film Teaser (Cartoon) Toons 'n' Tales Berlin, Germany	Modeling Supervisor/Character TD Modeled four characters in Maya. Set and prop modeling supervision. Rigged four characters in Maya, three of them quadrupeds.	01/2008-02/2008
Jasper: Journey to the End of the World Feature Film (Cartoon) Toons 'n' Tales Sofia, Romania; Berlin, Germany	Character TD Rigged 24 characters; humans and animals. Prop rig supervision for Romanian rigging team. Rigging tool development in MEL.	04/2007-09/2007
The Aquas TV Show Trailer (Cartoon) QUADRIGA FX Berlin, Germany	Character TD/Animator Trailer for Cartoon Forum 2006 in Pau Pyrénées. Rigging and animation in Maya.	05/2006-08/2006
ProSieben Märchenstunde TV Show (Live-action) QUADRIGA FX Berlin, Germany	Character TD/Generalist Rigging, modeling, shading in Maya.	09/2005-08/2006
ProSieben Wunderwelt Wissen TV Show (Cartoon) QUADRIGA FX Berlin, Germany	Generalist Character animation, rigging, modeling, shading, compositing for various characters and scientific movie clips in Maya, Fusion, After Effects.	09/2005-04/2006

Education

CG Master Academy	Facial Rigging for Production Advanced facial rig creation including retopo, shape sculpting and deformation layering with Wade Ryer.	05/2016-06/2016
CG Society	Advanced Body Rigging Advanced body rig creation for cartoon characters and creatures with Nico Sanghrajka.	06/2015-07/2016
Framestore	Internal Education Nuke Training For Rigging, Framestore Animation Mentorship, Life Drawing, Advanced Python For Rigging, Math For Computer Graphics, Introduction to Python, Figure Sculpture - Anatomy from the inside out	03/2011-03/2013
Master's Degree in Computer Science Berlin, Germany	Beuth University of Applied Sciences German equiv. of masters of science. Combination of computer science, media and computer graphics. Graduated summa cum laude.	04/2002-02/2007
Social service Berlin, Germany	Heilpädagogisches Therapeutikum Took care of mentally handicapped children.	09/2000-07/2001
A-Levels Berlin, Germany	Rudolf Steiner School Qualification for university entrance. Grade point average: A.	08/1987-06/2000

Skills

Computer	Maya: ***** Python: ***** MEL: ***** 3ds Max: ***** MaxScript: ***** After Effects: ** Photoshop: ** Nuke: *
Language	German: native English: fluent